

# REACH FOR THE STARS



## STAR SYSTEM IDENTITY KEY



## ITEM PRODUCTION COSTS

ITEM	RP'S/ITEM
INDUSTRIAL CAPACITY.....	10
EXPLORERS.....	3
TRANSPORTS.....	5
MARK I STARSHIPS.....	14
MARK II STARSHIPS.....	30
MARK III STARSHIPS.....	80
MARK IV STARSHIPS.....	120
PLANET DEFENSE BASES.....	4/8/16*

\*Cost per item at Starship levels I-III respectively

## MOVEMENT ALLOWANCES (hexes/turn)

EXPLORERS.....	10	Mk II's.....	8
TRANSPORTS.....	5	Mk III's.....	12
Mk I's.....	5	Mk IV's.....	17

## DEVELOPMENT COSTS (in RP's)

SOCIAL LEVEL/FACTOR.....	4
PLANETARY ENVIRON/FACTOR.....	8
BASE MAINTENANCE/UNIT.....	1/2/2*
Mk II TECHNOLOGY.....	+400
Mk III TECHNOLOGY.....	+1000
Mk IV TECHNOLOGY.....	+2000

\*Cost per item at Starship levels I-III respectively

## •APPLE II FAMILY

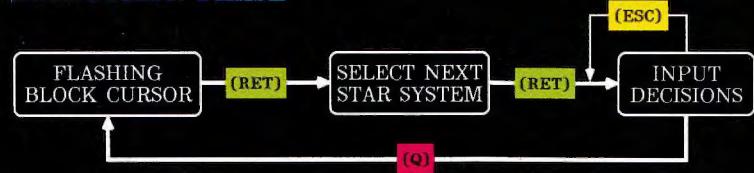
Place the *Reach for the Stars* disk into your disk drive. Be sure the labelled side is facing up. Close your disk drive and turn on your computer. The START UP menu will appear on your screen.

-COMMODORE 64-

Place the *Reach for the Stars* disk into your disk drive. Be sure the labelled side is facing up. Close your disk drive and turn on your computer. Type the following - LOAD "\*",8 (RET)

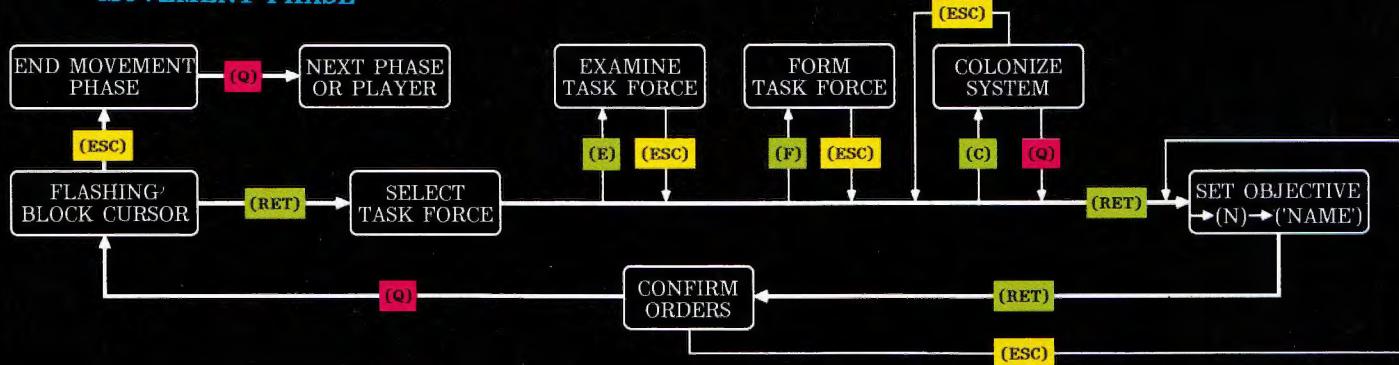
## THE GAME ROUTINES

## PRODUCTION PHASE

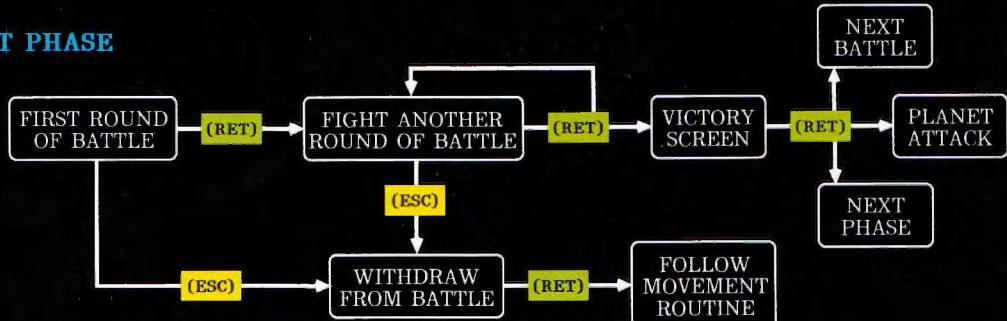


**Important Note** – In the Commodore 64 version, the (ESC) key is replaced by the (f1) key.

## MOVEMENT PHASE



## COMBAT PHASE



## CONQUEST PHASE

